

Dilara BOZ

COMPUTER ENGINEERING STUDENT

CONTACT

✉ dilaraboz61@gmail.com

☎ +90 541 548 66 95

🌐 <https://www.linkedin.com/in/dilara-boz>

🔗 <https://github.com/Dilara-BOZ>

EDUCATION

● Bachelor of Science in Computer Engineering

Artvin Çoruh University
2024-2028

SKILLS

- Team Leadership
- Python, C, C#, HTML, CSS, SQL
- Unity (Beginner Level)
- Krita (Digital Illustration-Intermediate, Animation-Beginner)
- Canva (Advanced Level) – Graphic Design & Social Media Content
- Problem Solving, Creativity

HOBBIES

- Playing video games and analyzing game mechanics
- Playing guitar
- Film watching
- Digital drawing and animation
- Swimming
- Reading science books

LANGUAGES

Turkish-Native language

English-B1

PROFILE

Second-year Computer Engineering student at Artvin Çoruh University with a strong interest in game development and game design. Developed hands-on experience through projects in C# Windows Forms application development and Unity game development. Seeking to apply my theoretical knowledge in a corporate internship to achieve my career goals.

ACTIVITIES

Head of Design Committee-Huawei Student Developers (HSD)

Designed all visual materials for INOVA AI SUMMIT 2025 and managed on-site operations and workflow during the 2-day event with over 300 participants, ensuring smooth execution of all processes.

Participant in the Digital Transformation Hackathon Series 2 (Teknofikir Competition) at TRABZON Technopark.

Head of Design Committee-Artvin Engineering & Innovation Community (INOVA)

Designed the visual materials for INOVA AI SUMMIT 2025 and was also responsible for the design work of other events.

Participated in the Blockchain training program in Ankara under UNIDES, and was responsible for creating the event's visual design materials.

Head of Design Committee-Teknofest Community

Responsible for creating social media content and event design materials.

Teknofikir

Unity & C#

Developed a gamified educational platform where teachers create questions and manage classes, and students compete in 1v1 quiz battles. The system includes lives, time penalties, difficulty selection, and performance analytics with weekly and monthly reports.

Artvin Çoruh University Website

HTML/CSS

Developed a replica of the Artvin Çoruh University website using HTML and CSS to practice layout design and frontend development skills.

Hospital Management System

C# Windows Forms/SQL

Designed and developed a multi-interface hospital management system featuring Secretary, Patient Registration, Waiting Room, and Doctor panels for managing patient flow and hospital operations.

TEKNOFEST 2025

DeluxSee – Semi-Finalist, TEKNOFEST 2025 Engelsiz Yaşam Technologies Competition (University Level)

Designed an assistive smart glasses system for visually impaired users that detects objects, people, and text via a camera and delivers real-time audio feedback through a headset.

Python Game Development Projects

Python

Developed multiple 2D games including Snake, Ping Pong, and Maze Escape using Python, focusing on game logic, collision detection, and interactive gameplay mechanics.